SNSP-S2-AUS

CAPCOM®

STREET FIGHTER II™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

TABLE OF CONTENTS

Safety Precautions..... 3

Getting Started..... 4

Controlling your Fighter..... 5-8

The Tournament Begins..... 9

Using the V.S. Battle..... 10-11

Using the Option Mode..... 12-13

Becoming a Street Fighter..... 14

The World Warriors..... 15-30

SAFETY PRECAUTIONS

Follow these suggestions to keep your **Street Fighter II** Game Pak in perfect operating condition.

1. **DO NOT** subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. **DO NOT** touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. **DO NOT** try to disassemble your Game Pak.

4. **DO NOT** let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert your **Street Fighter II** Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. When the title screen appears, you will see three options: GAME START, V.S. BATTLE and OPTION MODE. Move the marker next to GAME START and press the **START** button. (For an explanation of the V.S. Battle, see *Using the V.S. Battle* later in this manual. For an explanation of the Option Mode, see *Using the Option Mode* later in this manual.)

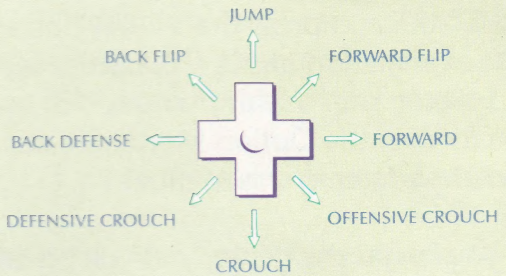
3. Once you begin the game, you will be asked to select your character. Press the control pad left or right to highlight the character of your choice and press the **START** button.

4. To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System and eject your Game Pak

CONTROLLING YOUR FIGHTER

MOVEMENT

The controls for **STREET FIGHTER II** take full advantage of the capabilities of the Super NES control pad. The diagram below shows the eight basic control pad positions that are used in the game.



NOTE: The diagram shows the control pad positions for a player facing to the right. The controls are reversed when facing to the left.

FORWARD	Used to walk forward.
FORWARD FLIP	Used to jump forward.
JUMP	Used to jump straight up.
BACKWARD FLIP	Used to jump backward.
BACK DEFENSE	Used to block high attacks by your opponent.
DEFENSIVE CROUCH	Used to block low attacks by your opponent.
CROUCH	Used to crouch or duck.
OFFENSIVE CROUCH	Used to make low attacks.

CONTROLLING YOUR FIGHTER

PUNCHES AND KICKS

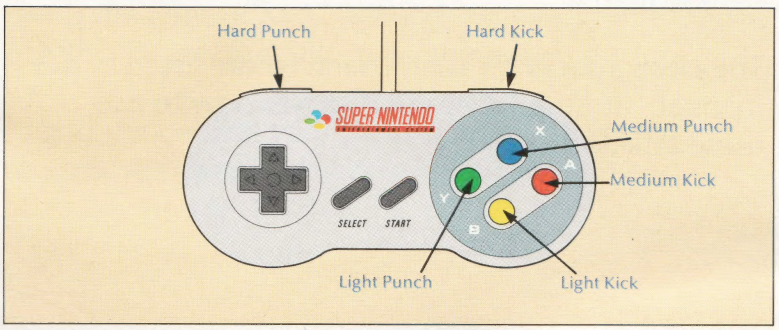
There are three basic punches in STREET FIGHTER II:

Light Punch (JAB)	Press the Y button. This jab is very quick, but does little damage.
Medium Punch (STRONG)	Press the X button. This strong does a fair amount of damage.
Hard Punch (FIERCE)	Press the L button. This fierce punch does a large amount of damage, but is slow.

There are three basic kicks in STREET FIGHTER II:

Light Kick (SHORT)	Press the B button. This short kick is very quick, but does very little damage.
Medium Kick (FORWARD)	Press the A button. This forward kick is strong and is fairly quick.
Hard Kick (ROUNDHOUSE)	Press the R button.This kick is powerful, but very slow.

Note: The button configuration can be changed using the OPTION MODE.



CONTROLLING YOUR FIGHTER

CLOSE ATTACKS

Close attacks are special techniques which can only be used to when two fighters are right next to each other. These techniques fall into two basic categories: **Throws and Holds.**

Throws allow you to grab an opponent and toss them across the room. Some fighters can even do throws in mid-air. For example: It is possible for Ryu to grab Ken and throw him over his shoulder. To do the Shoulder Throw, Ryu must push forward against Ken and then you must push the **L** button on you control pad.

Holds allow you to grab an opponent and then smash them repeatedly. For example: It is possible for Blanka to bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then you must push the **L** button on your control pad.

The close attacks for each character are listed in this manual. It is up to you to discover how to use these attacks effectively.

CONTROLLING YOUR FIGHTER

SPECIAL MOVES

Each character has developed his or her own special moves for use in battle. All the special moves for each character are listed in *The World Warriors* section of this manual. There are also descriptions telling you how to do these special moves.

Special moves are very powerful, but they are also very difficult to learn. It may take weeks of practice before you will be able to use these moves effectively. So, practice hard and don't give up!

Below is an example of the diagram for Ryu's Fireball. The arrows in the diagram indicate the necessary movements on the control pad. Please refer to the movement diagram if you are unsure of what the arrows mean.

Example **Fireball**

Using the control pad, press ⇩ ↘ ⇨ in one continuous motion and press any punch button.

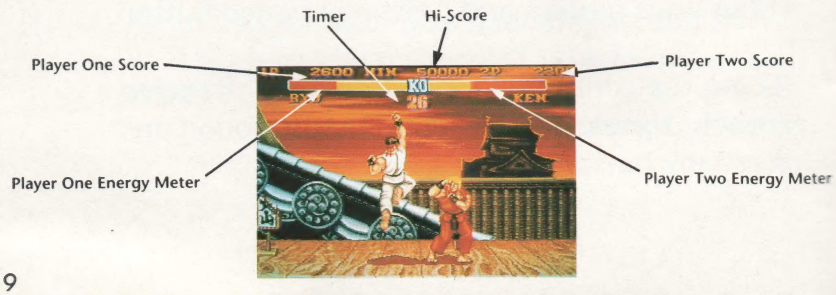
(Using the control pad, press **crouch, offensive crouch, forward** in one continuous motion and press any button.)

THE TOURNAMENT BEGINS

Eight fighters from across the globe have come together to see which of them has the strength, skill and courage to challenge the mysterious Grand Masters. Each fighter has different skills and special moves, but it will take more than brute strength to earn the title of World Warrior.

Choose GAME START on the title screen and you will be able to select your champion for the tournament. As the tournament begins, your fighter will travel the globe to meet one of the seven other challengers. (If a friend wishes to challenge you during the tournament, he can press the START button on his controller to interrupt your game.)

When the match begins, you must use your punches, kicks and special moves to knock your opponent flat on his back. Each time you hit him, his energy meter will decrease. Once your opponents energy meter is totally red, he will be down for the count. Win two out of three bouts and you will be declared the winner and earn the right to face the next challenger.



USING THE V.S. BATTLE

The V.S. Battle allows two players to have a STREET FIGHTER II competition and automatically keeps track of the results. When the title screen appears, push the control pad up or down to move the marker next to V.S. BATTLE and press the START button. When the next screen appears, each player can see his wins, losses and special K.O.'s for each character. Each player must then select the character they wish to use and press the START button to continue to the next screen.

On the next screen, there are two options; HANDICAP and STAGE SELECT. Player One can press his control pad up or down to highlight either the HANDICAP or STAGE SELECT option.

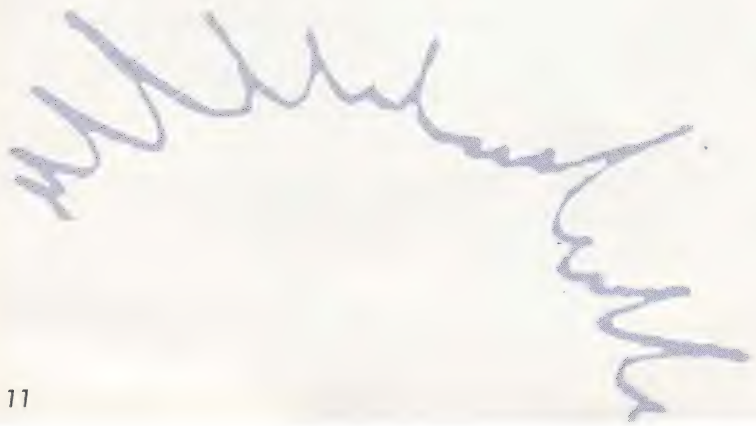
HANDICAP - When the HANDICAP option is highlighted, both players can press left or right on the control pad to select an attack level. The attack level determines the amount of damage a player's punches and kicks will do. The higher the attack level, the greater the amount of damage the punches and kicks will do.

This option allows two players of different skill levels to have an even match.

USING THE V.S. BATTLE

STAGE SELECT - When the STAGE SELECT option is highlighted, Player One can select the location of the match by pressing the control pad left or right. This option allows you to select the location of your fight.

After all the choices have been made, Player One can begin the match by pressing the **START** button. The first player to win two bouts will win the match. Once the match is complete, a screen will show each players record with each character. At this time, Player One can press the SELECT button to chose to continue the match, quit the match or erase the records. If you continue the game, both players will return to the player selection screen and the process begins all over again.



USING THE OPTION MODE

The Option Mode allows you to change to certain parts of the game. When the title screen appears, push the control pad up or down to move the marker next to OPTION MODE and press the START button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

DIFFICULTY - This option changes the difficulty of the computer opponent. Push the control pad left or right to change the option. At Level 0 the computer controlled opponents are easy to defeat and at Level 7 they are very difficult to defeat. The difficulty level also determines if you will see an ending upon completion of the game.

TIME LIMIT - This option allows you to turn on or off the Time Limit. Push the control pad left or right to highlight either ON or OFF. If you select on, the fighters will have 99 seconds to knock each other out. If you select OFF, the fight will continue until one player is knocked out.

CONFIGURE - This option allows you to change the button configuration for your fighter's punches and kicks. Highlight the punch or kick you wish to change and then press the button you wish to use for that punch or kick.

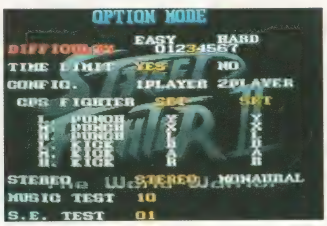
USING THE OPTION MODE

STEREO - This option allows you to select either STEREO or MONOAURAL sound. Push the control pad left or right to highlight the option you wish to use.

MUSIC TEST - This option allows you to hear the various pieces of music used in the game. Press the **A** button to change the music number and press the **R** button to hear the music.

S.E. TEST - This option allows you to hear the various sound effects used in the game. Press the A button to change the sound effect number and then press the R button to hear the effect.

To leave the OPTION MODE with your new settings, simply press the START button on your control pad.



BECOMING A STREET FIGHTER

Becoming a true street fighter requires patience and practice. Listed below are a number of hints which will help you survive your first few matches.

1. Use the Back Defense and Defensive Crouch positions to block attacks.
2. Wait for a mistake by your opponent and then attack.
3. Do not use your special moves too much. They will often leave you vulnerable to attack.
4. You can nullify a Fireball with a Fireball.
5. It takes at least three strong hits to make your opponent dizzy. When your opponent is dizzy, inflict as much damage as possible.
6. When you are dizzy, keep on pressing left and right on the control pad to shake off the stars.
7. Practice using all the characters. This will allow you know their strengths and weaknesses in battle.
8. Special moves can be blocked using the Back Defense and Defensive Crouch positions, but it will cost you a little energy.
9. Set the difficulty level in the Option Mode to 0 to make it easier to learn how to use your punches and kicks.
10. In the V.S. BATTLE mode, knock your opponent out with a special move to earn a special K.O.

Ryu

Date of Birth: 7-21-1964
Height: 5'10"
Weight: 150 lbs.
Blood Type: O

A student of Master Sheng Long, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

Cool and calculating, Ryu is very patient in combat. When Ryu sees weakness, he will move quickly to dispatch his opponents with the awesome power of his Dragon Punch.

Close Attacks Shoulder Throw, Back Roll.

SPECIAL MOVES

Fireball - By summoning all of his will and channeling it through his hands, Ryu can create an energy wave or "HA-DO-KEN". This move drains most of Ryu's energy and it takes him a few seconds to recover from it.

Using the control pad, press ⇩ ↘ ⇨ in one continuous motion and press any punch button.

Dragon Punch - Using the ancient word, "SHO-RYU-KEN", Ryu can call forth the power of Dragon and channel it through his punch. As he leaps into the air, Ryu and the power of the Dragon Punch are virtually unstoppable.

Using the control pad, press ⇨ ⇩ ↘ in one continuous motion and press any punch button.

Hurricane Kick - As he spins into the air, Ryu can create a small hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane to accelerate his spin, Ryu can often knock his opponent down with three quick kicks.

Using the control pad, press ⇩ ↙ ⇦ in one continuous motion and press any kick button.

Edmond Honda

Date of Birth: 11-3-1960
Height: 6'2"
Weight: 304 lbs.
Blood Type: A

Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of "Yokozuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

Quick and extremely powerful, Honda's greatest advantage is his size. He loves to pound his opponents into corners and then knock them out with a quick series of punches.

Close Attacks Shoulder Throw, Bear Hug, Knee Bash.

SPECIAL MOVES

Hundred Hand Slap - Through years of training, Honda has been able to build up the speed of his punches. His hands now move so quickly they are merely a blur. By using the Hundred Hand Slap, Honda can quickly have his opponent seeing stars.

Press any punch button repeatedly.

Sumo Head Butt - Using his great leg strength and the traditional sumo grunt, Honda can propel himself head first into his opponent. Best at short range, Honda's Sumo Head Butt only inflicts a fair amount of damage.

Using the control pad, press ⇐ and hold it for 2 seconds.
Then press ⇒ and push any punch button.

Blanka

Date of Birth: 2-12-1966
Height: 6'5"
Weight: 218 lbs.
Blood Type: B

Very little is known about this bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming in the rain forests. But, it has only within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare stand against him.

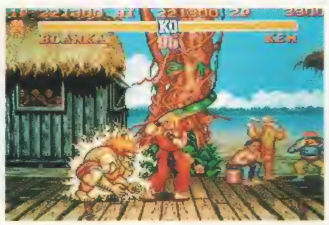
Attacking like an uncaged animal, Blanka uses his speed and agility to inflict maximum damage on his opponents.

Close Attacks Head Bite, Double Knee, Head Butt

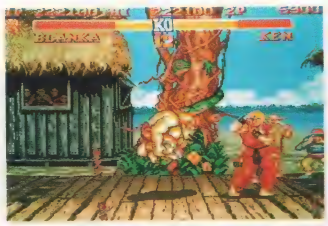
SPECIAL MOVES

Electricity - Using a technique he learned from electric eels, Blanka can channel up to 1,000 volts through his skin. Anyone who tries to grab him during this time is in for a shocking discovery.

Press any punch button repeatedly.



Rolling Attack - Rolling himself into a ball, Blanka can launch himself like a human projectile. Blanka's rolling attack can inflict a huge amount of damage on an opponent, but if Blanka is hit during the attack, he will lose great deal of strength.



Using the control pad, press ⇦ and *hold it* for 2 seconds. Then press ⇨ and push any punch button.

Guile

Date of Birth: 12-23-1960
Height: 6'1"
Weight: 191 lbs.
Blood Type: O

An ex-member of an elite special forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

Using a unique blend of Special Forces training and street fighting skills, Guile is a force to be reckoned with.

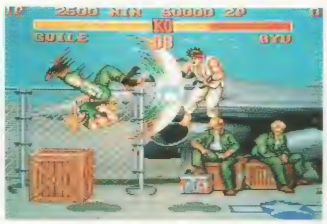
Close Attacks	Shoulder Throw (Ground and Air), Back Breaker, Knee Drop, Suplex

SPECIAL MOVES

Sonic Boom - By whipping his hands and arms through the air, Guile is able to create a burst of energy called the Sonic Boom. This energy burst speeds towards an opponents and momentarily stun anyone it hits.

Using the control pad, press ⇐ and *hold it* for 2 seconds. Then press ⇒ and push any punch button.

Flash Kick - Similar to the Sonic Boom, Guile is also able to cause a momentary wall of energy by whipping his feet into the air as he does a backflip. This energy barrier is virtually unpenetrable and will do a large amount of damage to those who are foolish enough to walk into it.



Using the control pad, press ⇩ and hold it for 2 seconds.
Then press ⇧ and push any kick button.

KEN

Date of Birth: 2-14-1965
Height: 5'10"
Weight: 169 lbs.
Blood Type: B

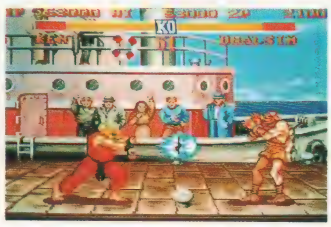
The only other disciple of master Sheng Long, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. For the past year, Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from Ryu has rekindled his fighting spirit.

Brash and arrogant, Ken loves to show off during a fight. After knocking his opponent senseless with his Fireball, Ken loves to stand over his opponents and laugh at them.

Close Attacks Shoulder Throw, Back Roll.

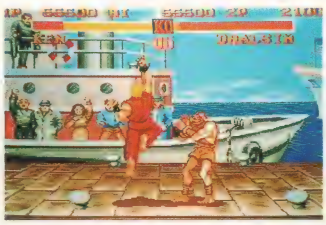
SPECIAL MOVES

Fireball - By summoning all his will and channeling it through his hands, Ken can create an energy wave or "HA-DO-KEN". This move drains most of Ken's energy and it takes him a few seconds to recover from it.



Using the control pad, press ↓ ↘ → in one continuous motion and press any punch button.

Dragon Punch - Using the ancient word, "SHO-RYU-KEN", Ken can call forth the power of Dragon and channel it through his punch. As he leaps into the air, Ken and the power of the Dragon Punch are virtually unstoppable.



Using the control pad, press ⇨ ⇩ ↘
in one continuous motion and press any punch button.

Hurricane Kick - As he spins into the air, Ken can create a small hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane to accelerate his spin, Ken can often knock his opponent down with three quick kicks.

Using the control pad, press ⇩ ↙ ⇦
in one continuous motion and press any kick button.

Chun Li

Date of Birth: 3-1-1968
Height: 5'8"
Weight: Unknown
Blood Type: A

Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation know as Shadoloo. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

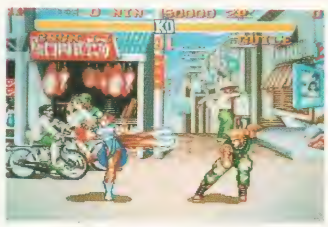
Stunned by her looks, opponents often underestimate Chun Li's ability and find themselves flattened by a few well placed kicks.

Close Attacks Shoulder Throw (Air and Ground), Head Stomp.

SPECIAL MOVES

Lightning Kick - Years of training have allowed to Chun Li to develop a series of powerful kicks which strike like lightning.

Press any kick button repeatedly.



Whirlwind Kick - Not to be outdone by Ken and Ryu's Hurricane Kick, Chun-Li uses this move to confuse her opponents.

Using the control pad, press ⇩ and hold it for 2 seconds. Then press ⇧ and push any kick button.

Zangief

Date of Birth: 6-1-1956
Height: 7'
Weight: 256 lbs.
Blood Type: A

Many believe that Zangief entered the tournament out of his fierce respect for his country, but they are only partially correct. Zangief loves his country, but he loves to stomp on his opponents even more. What else would you expect from a man who wrestles bears for fun?

Totally fearless, Zangief is willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver.

Close Attacks	Power Slam, Pile Driver, Back Slam, Back Breaker, Alley Oop, Head Bite, Stomach Pump

SPECIAL MOVES

Spinning Clothesline - Copied from the famous professional wrestler Mike Haggar, Zangief uses his Spinning Clothesline to clobber opponents and to avoid fireballs.

Press all three punch buttons simultaneously.

Spinning Pile Driver - After seeing the boring pile driver used by professional wrestlers, Zangief decided to add his own twist and grind his opponents into the ground.

Using the control pad, do a 360 degree rotation on the control pad and press any punch button

Dhalsim

Date of Birth: 11-22-1952
Height: 5'10"
Weight: 107 lbs.
(He can change height and weight to some extent.)
Blood Type: O

Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

Dhalsim's greatest skill is his patience. He knows match. Instead, he concentrates on using his unique abilities to keep his enemies at a distance and to slowly wear them down.

Close Attacks	Yoga Nugie, Arm Throw, Head Butt, Spinning Attack.

SPECIAL MOVES

Yoga Fire - By tapping mystical energies from deep within himself, Dhalsim can hurl a ball of flame that incinerates anything it touches.

Using the control pad, press ↓ ↘ → in one continuous motion and press any punch button.

Yoga Flame - Used for close attacks, Dhalsim can tap mystical energies to spew forth a cloud of flame.

Using the control pad, press ⇐ ↙ ⇓ ↘ ⇒ in one continuous motion and press any punch button.

CAPCOM®

MATTEL PTY. LIMITED, 461 PLUMMER STREET
PORT MELBOURNE, VIC. 3207 AUSTRALIA
VIDEO ONE, 48 GEORGE ST, MT. EDEN, AUCKLAND, N.Z.

PRINTED IN JAPAN